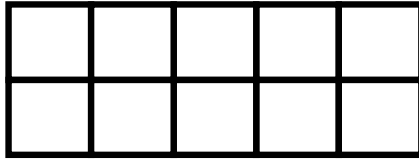
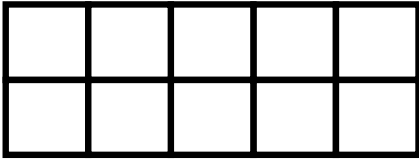
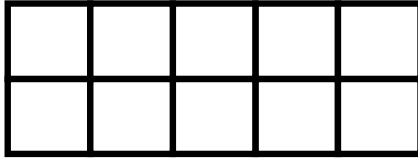
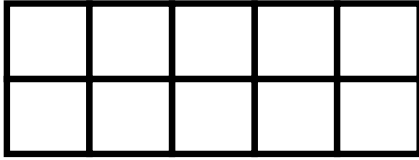


Addition: Spinner A



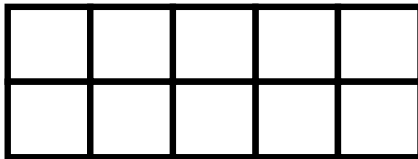
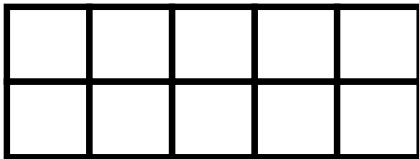
+

=



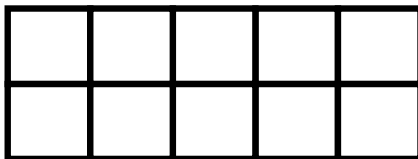
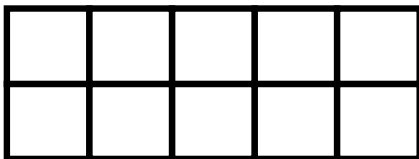
+

=



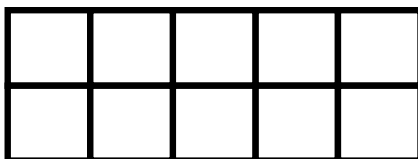
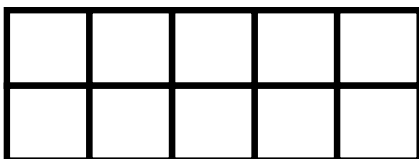
+

=



+

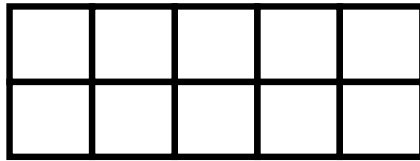
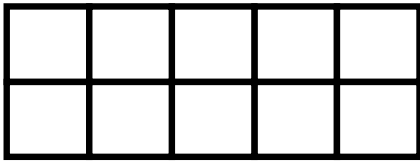
=



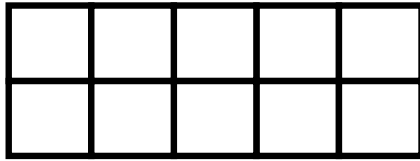
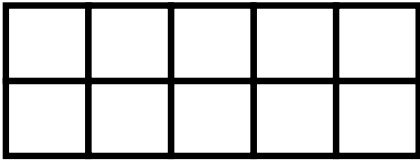
+

=

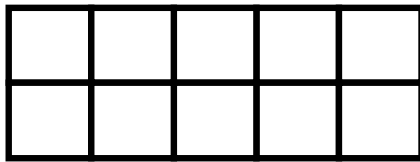
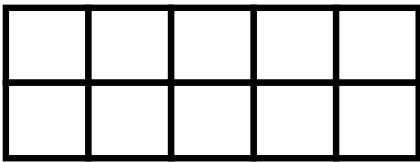
Addition: Making 10



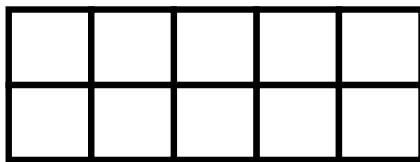
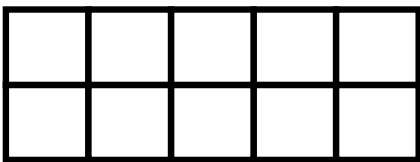
_____ + _____ = _____



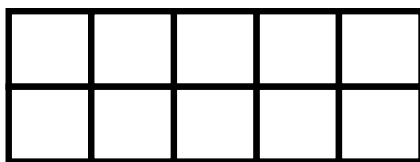
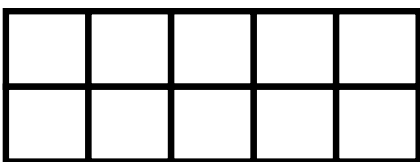
_____ + _____ = _____



_____ + _____ = _____



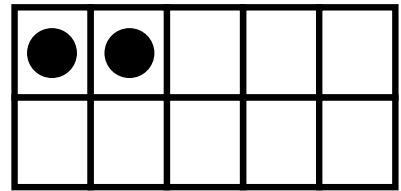
_____ + _____ = _____



_____ + _____ = _____

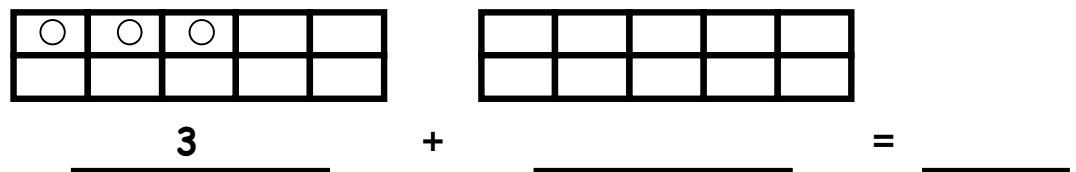
Addition: Making 10

Five Ways from 10



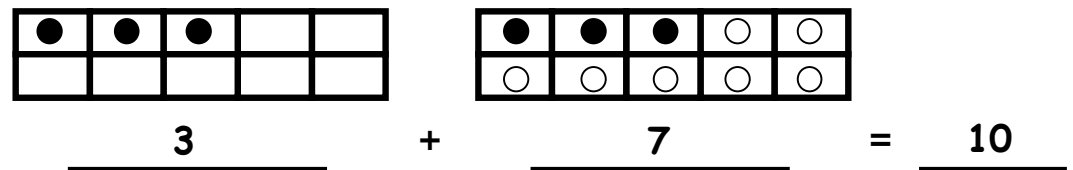
1. Each player should have his or her own game sheet.
2. The player who spins the lowest number goes first.
3. A player spins a number and records it in the first tenframe.

In this example, the player spins a 3.



4. That player then draws the amount needed to make ten.

In this example, the player spins a 3.



5. Players take turns spinning.
6. Once a player uses a number, he/she **CANNOT** use that number again with any tenframe. (In the example above, the player can no longer use 3 or 7.)
7. The first person to find **5 different** ways to make ten wins.